

The
Alternative

ELECTION



Game Manifesto

The characteristics and personalities ascribed to the characters in the game are for the purposes of the game only and are in no way held out to represent the characteristics and personalities of any persons living or dead. Any similarity is purely coincidental.



ELECTION MANIFESTO



*EVER WANTED TO BE PRIME MINISTER? Now is your chance to try your hand at the art of electioneering. Win votes by getting a loyal following behind you and pit your wits against some very intelligent opposition in this clever arcade simulation. Liberally spiced with the humour that real-life politics is lacking, you can charm or slur your way to **10 Downing Street**.*

*There are around **40 intelligent characters** featured in ELECTION. From lowly minion to charismatic party leader, each one varies in intelligence and various other personality attributes. Remember many of the others are just as ambitious as you and while you go about the business of rallying support, you must keep a careful eye on all the others. Social status in ELECTION works its way up from **Minion** through **Mr or Mrs, Celebrities, Extremists** or **Miss, Busy Bodies** and **MP, Newshounds** and finally the highest form of life - **Party Leader**.*

*The total electorate is comprised of **199 votes**, **39** belong to the computer-controlled players and won by your persuasion, the other **160** votes are won by careful placement of **manifestos**.*

*This game incorporates clever simulations of the human personality! The computer-controlled characters' personality attributes are: **intelligence, loyalty, emotion, aggression, changeability, ambition** and **gullibility**.*

*Characters' **intelligence** increases throughout the game (yes - even that of the minions!). Feelings of **loyalty** are simulated too, although characters do*

N.B. THERE IS A PAUSE BETWEEN SELECTING WHICH PARTY LEADER YOU WISH TO BE AND THE BEGINNING OF PLAY. THIS IS BECAUSE RANDOM ELEMENTS ARE SET UP AT THE BEGINNING OF EACH GAME.

change their allegiance you can win them over if you try often enough and hard enough. Loyalty has an interesting side-effect in that characters feel a certain loyalty for other characters of their 'kind' (e.g. extremists have a degree of loyalty for one another regardless of which party they follow).

Emotions are portrayed by how friendly a character is. The **aggression** factor measures the likelihood of the character to enter into slurring matches with others. **Changeability** reflects each character's likelihood of changing political allegiance and contributes to their loyalty rating. Initial **ambition** varies depending on the 'status' of the characters, it can be fuelled by your actions and those of other characters. The more ambitious a character becomes, the bigger threat they are to you if they are not on your side. High ambition does enable any player to become respected by voters and some may even take orders! The more likely a voter is to take a bribe the more **gullible** he or she is however, the more you give the less gullible they will become!

Well, you've been warned what the opposition is like. There are a few other factors that the game takes into account. **Slurrability** indicates the effectiveness of any smear attack you may bestow on the opposition. You all have a **social status** and are either **male** or **female** (the Undecided column refers to voting persuasion!).

As Party Leader **credibility** is of the essence, you must keep it high, if it reaches **zero**, the game is up. **Incentives** are built up too and can be used for exactly what the name suggests. (More about these under **objects**.)

An interesting exception to quite a few of these rules is **The Quoan**. She doesn't compete for followers and will not stoop to slurring under any circumstances. Likewise she does not respond well to these tactics.

OBJECTS AND TOKENS

You must remember computer-controlled players have access to these items too. As you pick an **object** or **token** up it will be described under the **main playing area**.

Tokens take immediate effect. **Sincerity** and **Hope** increase your **Credibility**, which is your life-blood.

Objects include **Gossip**, **Scam** and **Untruths** which increase your unseen 'slurring power'. When you have decided slurring is the only way to proceed make sure you are armed!

The **Peerage**, **Rosette**, **Knighthood** and **Shares** don't affect you but when given to your supporters will increase their **ambition**, and their ability to carry out your **orders**.

You will find **Manifestos** (clearly marked "M") which you must take to your party **H.Q.** and drop there to adopt party colours, pick it up again then take it to any of the 16 **special** named locations in the game, this will immediately gain you **10 votes**.

OPTIONS

Detailed instructions of how to use the Options are on the inside of the inlay. This section outlines their uses.

TAKE

This option is automatic from the beginning of play but you may need to re-select after using another option, or after certain approaches by other characters. You can lift **tokens** or **objects** this way, but you can only carry **4 objects** at any time.

DROP

You may deposit **Manifestos** in special locations or merely drop **objects** you no longer require to make room for new ones. N.B. Only 4 objects can be placed on the screen at any time. Also be careful not to place two manifestos on a special location at any time or you will lose one!

GIVE

You can choose to give **incentives** or **objects** to a character. You can control how much you give, remember you can increase supporters' ambitions and make them more able to give orders on your behalf, but you don't

want to increase the ambitions of a supporter of any other party! Computer-controlled people will sometimes be quite generous when canvassing you, so keep a pocket empty for contributions!

ASK

Simple questioning can help you find out about a character, perhaps they may indicate how they intend to **vote**. Alternatively they may not wish to discuss anything with you.

ORDER

This is a fairly complex option and extremely useful! People will only take orders from you if :

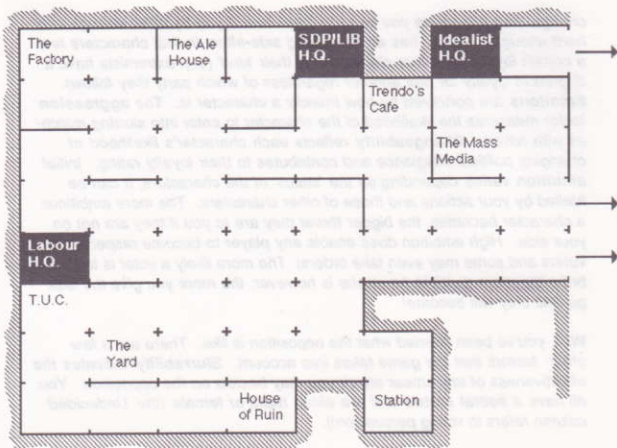
(a) They are members of your party and they like you. However if your behaviour upsets them in any way they may not co-operate for a while but ailing loyalty can often be fixed by canvassing or a little gift.

(b) They may be upset with their own party leader at that moment in time and be swayed to your cause, or they may just be a "changeable" person. The loyalty of such a person may be as weak to you as it was to their original leader though!

(c) People will not take your orders when they're busy instigating their own orders or are in the process of "slurring". You may have to wait until they are less occupied. Don't take any curt remarks too much to heart, it could be you've just caught them at a bad moment.

Slur: You may persuade a person to slur another on your behalf. You must first select who you wish to order, then once they have agreed to comply you must select the person you wish to receive the slurring. This may or may not work for a number of reasons, the character's loyalty is important and they will be meeting others all the time who are bribing and canvassing just like you. Each order has a built-in boredom rating but luckily slurring is the most interesting order you can give. Very intelligent supporters will automatically collect Scam or Gossip or some such "weapon" to aid their slur campaign, but with a less intelligent person you may have to give them such an object.

Canvass: Send your supporters out to rally support for you in this way. You must select a supporter to give the order to and then indicate who the recipient is to be. You can delegate a lot of political leg-work this way. An "undecided" voter will be much easier to persuade than someone committed to another party. You could try sending several people to canvass such a character. When other characters canvass you they may be willing to give you



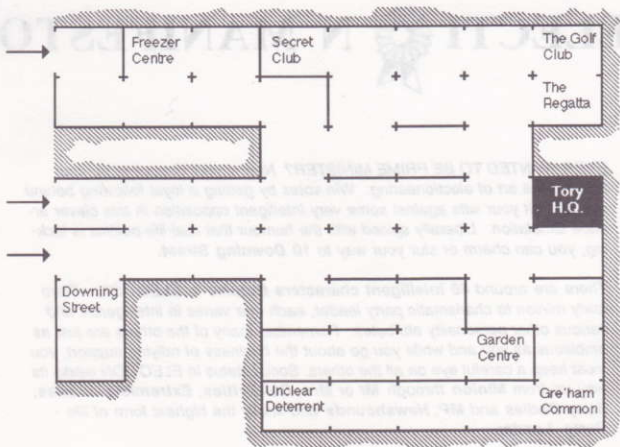
The Alternative Election Map (left & centre)

objects they are carrying so keep a spare pocket.

Help: You may ask a supporter for help. After selecting the help option you can select yourself as the "helpee". This means you can perhaps get loyal supporters to follow you and even step in to help you if you are slurred. You may alternatively get them to help another person rather than yourself, they will protect this person against slurring. Unfortunately, the helping order has the lowest boredom factor, so don't be surprised if even your most loyal supporter gets bored after a while and will generate their own orders!

End: If you change your mind about issuing an order use this.

Next Order: You can give two orders at any time. If the first order becomes too boring they will at least go on to the second. A useful second order is to get them to **help** you. They (hopefully) will return to you after they have com-



The Alternative Election Map (centre & right)

pleted their first task (if they don't get bored or otherwise distracted that is!). Ambition, intelligence and loyalty all affect a character's ability to carry out an order. As everyone's personality is made up of different levels of these things, they will all behave in a truly individual way.

Pause: As well as giving you a rest, the display at the bottom of the screen cycles through each party and its members which is a useful interlude allowing you to see how the game is progressing.

CANVASS

You may gain support by **charm** and **friendliness**. It can't do any harm anyway, though you may have to be persistent. You can only canvass a character on screen which you must select, but ordering a supporter to canvass may

enable you to get to others outside of your immediate area. You will know you are canvassing as your face appears "flashing", press FIRE to terminate. Some characters who don't particularly care for you will simply walk away, but those who stay are building up a healthy respect for you! Top up even your closest supporter's loyalty every now and again, just to be on the safe side!

SLUR

You can force a character to actually **resign** by reducing their **credibility** to zero, of course this will happen to you too. (Computer controlled characters will be regenerated eventually, but at a lower social status!) Any valuables carried by the hapless candidate will be deposited on the screen they resigned on or elsewhere on the map (resigned candidates are conspicuous by their resemblance to bananas!).

When you select **slur** and the person that you are attacking, the screen border will turn **yellow** for the duration of the attack. Get as **close as possible** and follow them so you are continually making **contact** but keep a close eye on your **credibility** rating! If you wish to cease you can either **run** away (but will lose some face in the form of your future slur rating) or press FIRE which allows you to **concede**. Doing so will cause you to lose your valuables, but at least you'll have some credibiltiy at the end of the day! Computer-controlled characters can also concede and will relinquish their valuables (if the slurrer has enough empty pockets there may be an unexpected bonus!).

Each character is different. Some will never become your followers despite defeat, others will do so grudgingly and others would rather resign than give in!

NULL

Cancel for those moments of panicked FIRE pressing when you've gone into Options by mistake!

SAVE/LOAD

For preserving your current game and reloading at a later date. Follow the instructions on-screen.

DEMO GAME

Select this and watch the other party leaders' strategy. The border will change colour to indicate what is happening (see inlay).